



Trakallan Quaykar Heavy Cruiser

SPECS

Class: Capital Ship
In Service: 2235
Point Value: 850
Ramming Factor: 250
Jump Delay: 48 Turns

MANEUVERING

Turn Cost: 4/3 Speed
Turn Delay: 4/3 Speed
Accel/Decel Cost: 3 Thrust
Pivot Cost: 5+3 Thrust
Roll Cost: 2+1 Thrust

COMBAT STATS

Fwd/Aft Defense: 15
Sth/Port Defense: 17
Engine Efficiency: 3/1
Extra Power: 0
Initiative Penalty: +0

| Speed | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|------------|---|---|---|---|---|---|---|----|----|----|----|----|
| Turn Cost | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 |
| Turn Delay | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 10 | 11 | 12 | 14 | 15 |

FORWARD HITS

1-4: Retro Thrust
5-6: Particle Cascade
7-9: Hvy Molecular Beam
10-12: Molecular Beam
13-18: Forward Structure
19-20: PRIMARY Hit

SIDE HITS

1-5: Port/Sth Thrust
6-8: Mega Molecular Bm
9-12: Lt Molecular Beam
13-18: Port/Sth Structure
19-20: PRIMARY Hit

AFT HITS

1-7: Main Thrust
8-9: Hvy Molecular Beam
10-12: Molecular Beam
13-18: Aft Structure
19-20: PRIMARY Hit

PRIMARY HITS

1-8: Primary Structure
9-10: Jump Engine
11-13: Sensors
14-16: Engine
17-18: Hangar
19: Reactor
20: C&C

SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

Target #4

Target #5

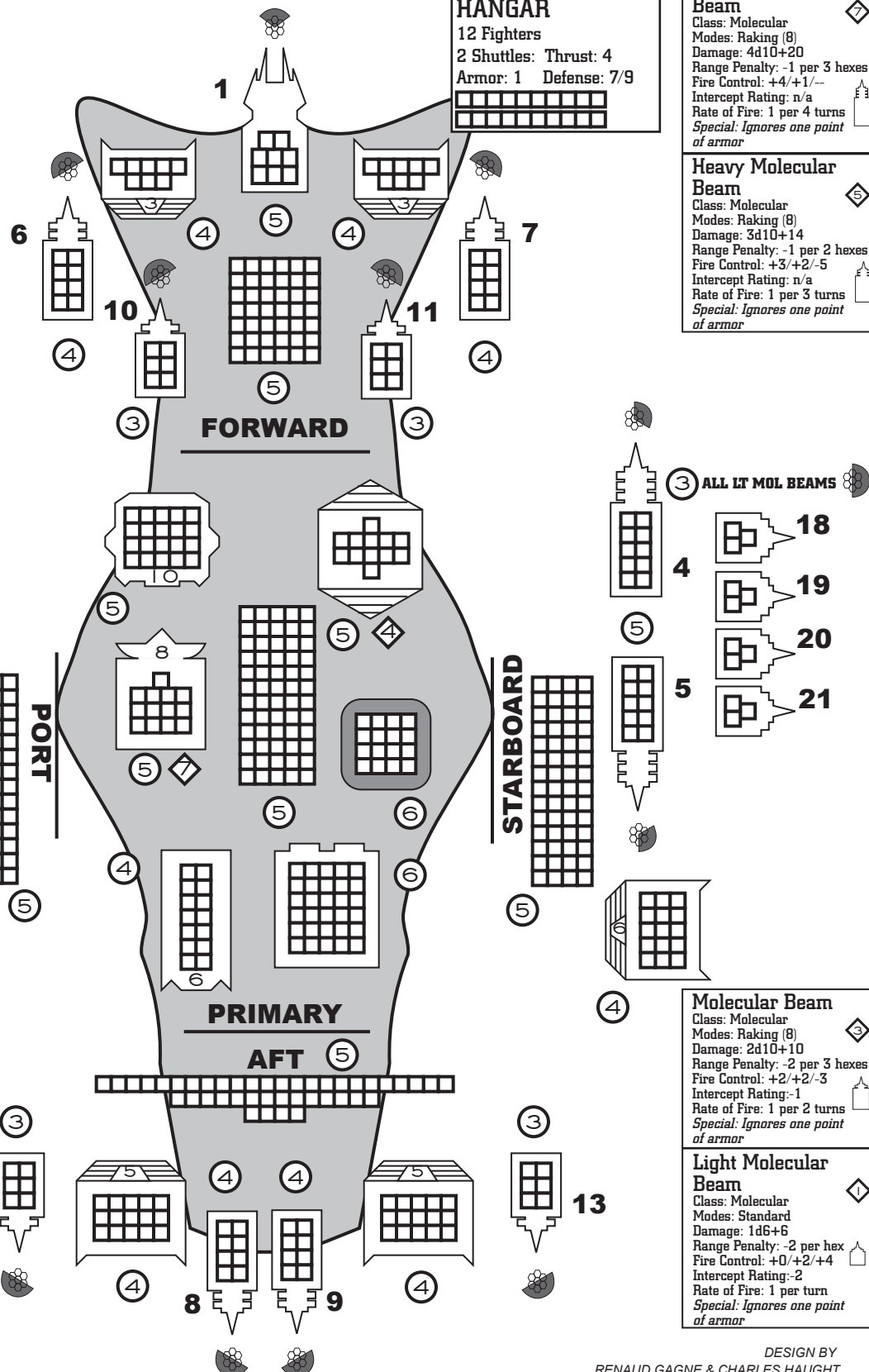
Target #6

HANGAR

12 Fighters

2 Shuttles: Thrust: 4

Air: 1 Defense: 7/9



WEAPON DATA

Particle Cascade

Class: Particle
Modes: Flash (No Splash)
Damage: 6d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +3/+0/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns

Mega Molecular Beam

Class: Molecular
Modes: Raking (8)
Damage: 4d10+20
Range Penalty: -1 per 3 hexes
Fire Control: +4/+1/-
Intercept Rating: n/a
Rate of Fire: 1 per 4 turns
Special: Ignores one point of armor

Heavy Molecular Beam

Class: Molecular
Modes: Raking (8)
Damage: 3d10+14
Range Penalty: -1 per 2 hexes
Fire Control: +3/+2/-5
Intercept Rating: n/a
Rate of Fire: 1 per 3 turns
Special: Ignores one point of armor

Molecular Beam

Class: Molecular
Modes: Raking (8)
Damage: 2d10+10
Range Penalty: -2 per 3 hexes
Fire Control: +2/+2/-3
Intercept Rating: -1
Rate of Fire: 1 per 2 turns
Special: Ignores one point of armor

Light Molecular Beam

Class: Molecular
Modes: Standard
Damage: 1d6+6
Range Penalty: -2 per hex
Fire Control: +0/+2/+4
Intercept Rating: -2
Rate of Fire: 1 per turn
Special: Ignores one point of armor

ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Particle Cascade
- Mega Molecular Beam
- Heavy Molecular Beam
- Molecular Beam
- Light Molecular Beam